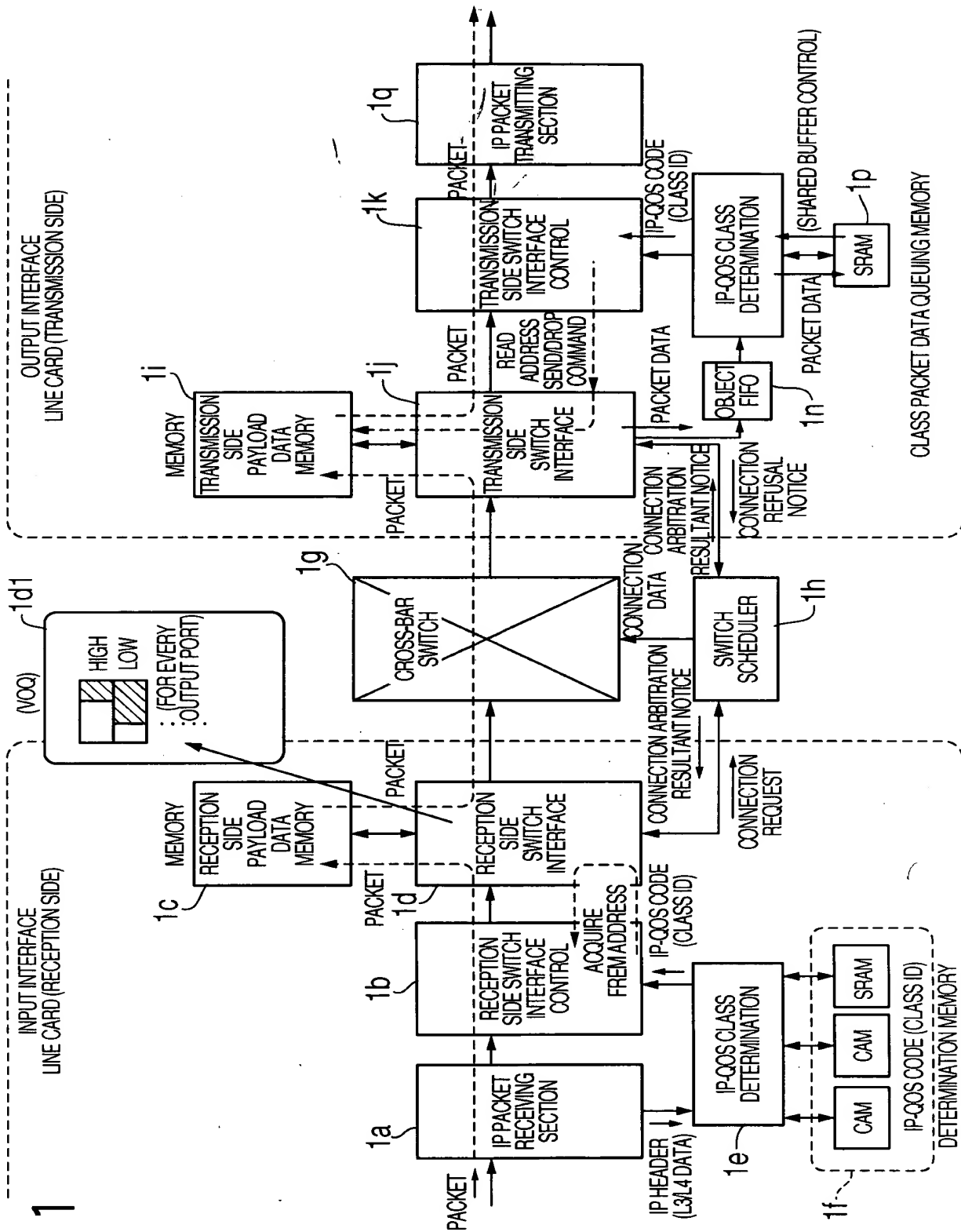


Fig. 1



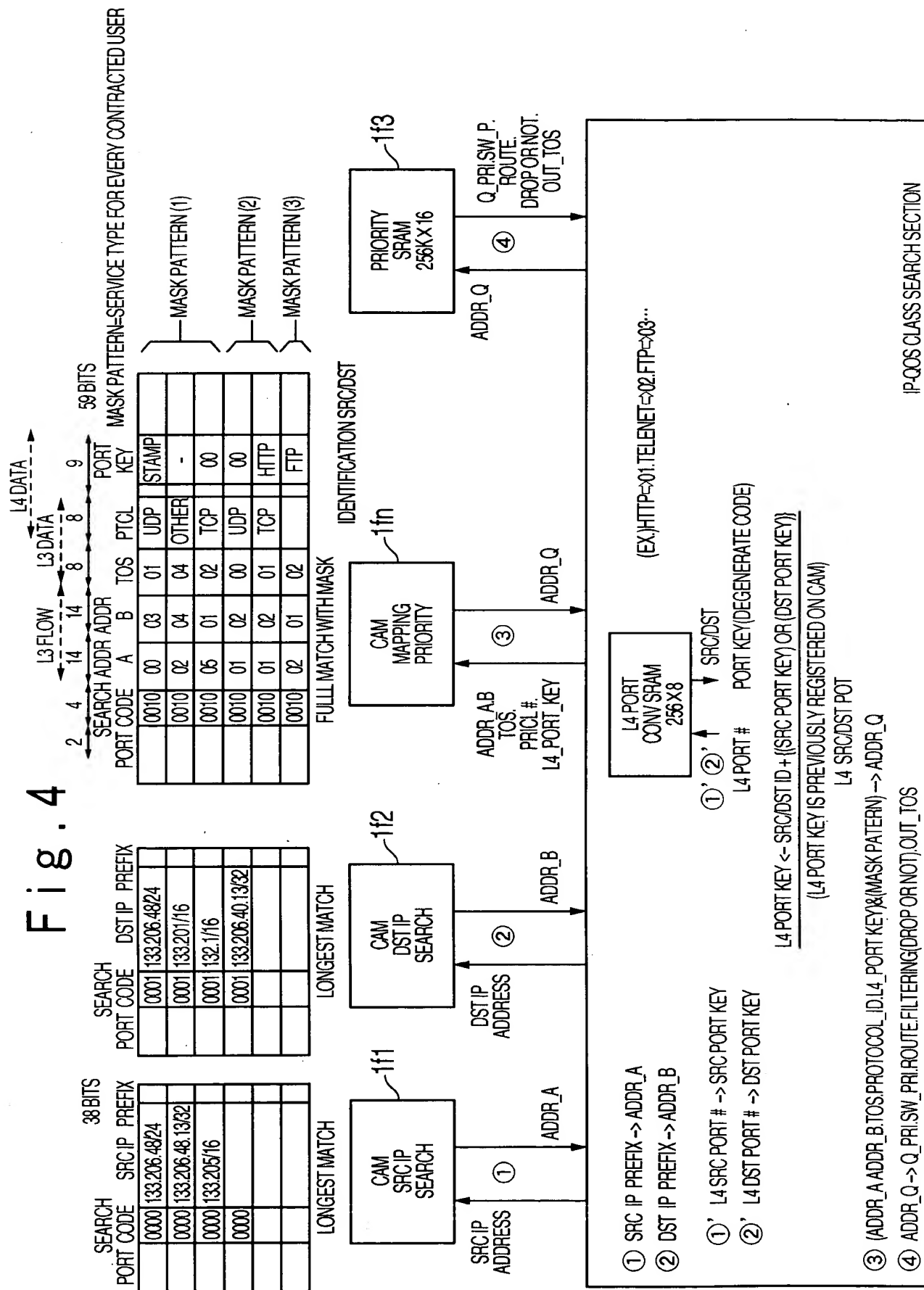
4.
00
-1
L

Fig. 5

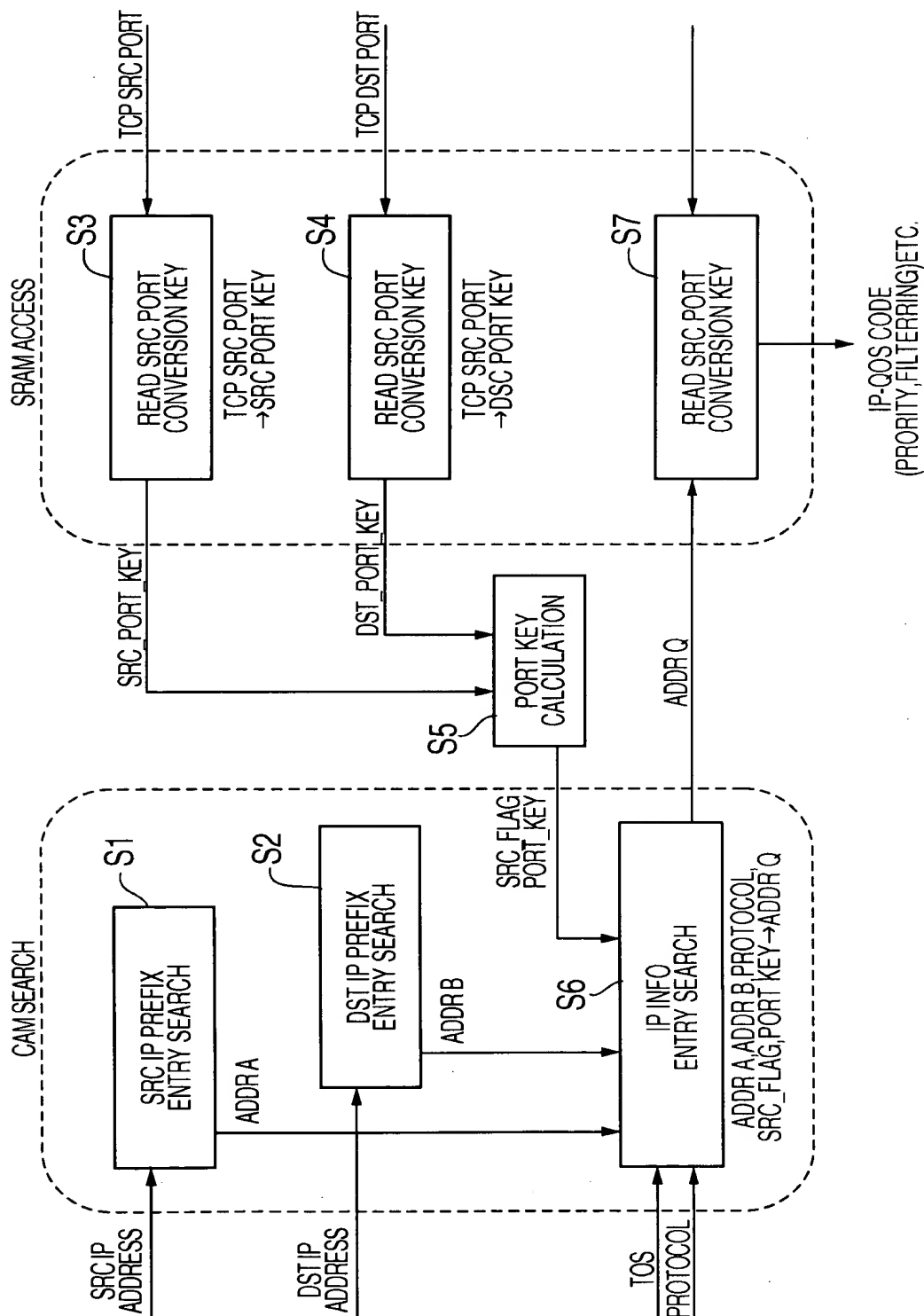


Fig. 6 A

【CAM REGION DIVISION】

CAM ADDRESS		CAM DATA (MAX.64 BITS)	MASK PATTERN (64 BITS)	SEARCH METHOD
	ADDR_A~	IP SRC PREFIX ENTRY STORAGE REGION		LONGEST MATCH
	ADDR_B~	IP DST PREFIX ENTRY STORAGE REGION		LONGEST MATCH
	ADDR_Q~	IP INFO SEARCH ENTRY STORAGE REGION		FULL MATCH WITH MASK

Fig. 6 B

【1,IP SRC PREFIX ENTRY STORAGE REGION : SEARCH CODE 0000】

CAM ADDRESS (ADDR_A)	CAM DATA (38 BITS)			
	HW #(2)	SEARCH CODE(4)	IP SRC ADDRESS/ PREFIX(32BITS)	NON USED(26 BITS)
A #1	00	0000	IP SRC ADDRESS #1/PREFIX	
A #2	00	0000	IP SRC ADDRESS #2/PREFIX	
A #3	01	0000	IP SRC ADDRESS #1/PREFIX	
⋮	⋮	⋮	⋮	

Fig. 7 A

【2,IP DST PREFIX ENTRY STORAGE REGION : SEARCH CODE 0001】

CAM ADDRESS (ADDR_B)	CAM DATA (38 BITS)			
	HW # (2)	SEARCH CODE (4)	IP DST ADDRESS/ PREFIX (32 BITS)	NON USED (26 BITS)
B #1	00	0001	IP DST ADDRESS #1/PREFIX	
B #2	00	0001	IP DST ADDRESS #2/PREFIX	
B #3	01	0001	IP DST ADDRESS #1/PREFIX	
⋮	⋮	⋮	⋮	

Fig. 7 B

【3,IP INFO ADDRESS ENTRY STORAGE REGION : SEARCH CODE 0010】

CAM ADDRESS (ADDR_Q)	CAM DATA (55 BITS)								
	HW # (2)	SEARCH CODE (4)	ADDR A (14)	ADDR B (14)	TOS (8)	PROTO COL# (8)	SRC/DST (1)	PORT KEY (8)	NON USED (5 BITS)
Q #1	00	0010	A1	B1	01	TCP	S	HTTP	
Q #2	00	0010	A1	B2	04	UDP	D	SNMP	
Q #3	01	0010	A3	B1	02	TCP	S	FTP	
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	

000002568/60

Fig. 8

【IP INFO ENTRY】		DATA(24 BIT)							
ADDRESS(16 BITS) : UPPER 2 BITS=00 LOWER 14 BITS=HIT ADDR_Q		Q_PRI(4)	D	P	ROUTE(1+4)		OUTPUT TOS(2+8)		RESERVE (3)
ADDR Q0		0000	0	0	0	0000	11	011011 00	
ADDR Q1		1101	0	1	0	0000	11	011010 00	
ADDR Q2		1101	0	0	0	0000	00	000000 00	
⋮		⋮	⋮	⋮	⋮	⋮		⋮	
ADDR QI		1110	0	1	1	0101	00	000000 00	
⋮		⋮	⋮	⋮	⋮	⋮		⋮	

Fig. 9

(IPV4 & TCP/UDP/OTHER HEADER FORMAT)

WORD	63	47	31	15
-	PPP HEADER			
0	EMPTY DATA	IDENTIFICATION	M	FRAGMENT OFFSET
1	VER IHL TOS	DETAGRAM LENGTH	SRC IP ADDRESS	
2	TTL	HEADER CHECKSUM	L4 SRC PORT	L4 DST PORT
	DST IP ADDRESS			

Fi. 10

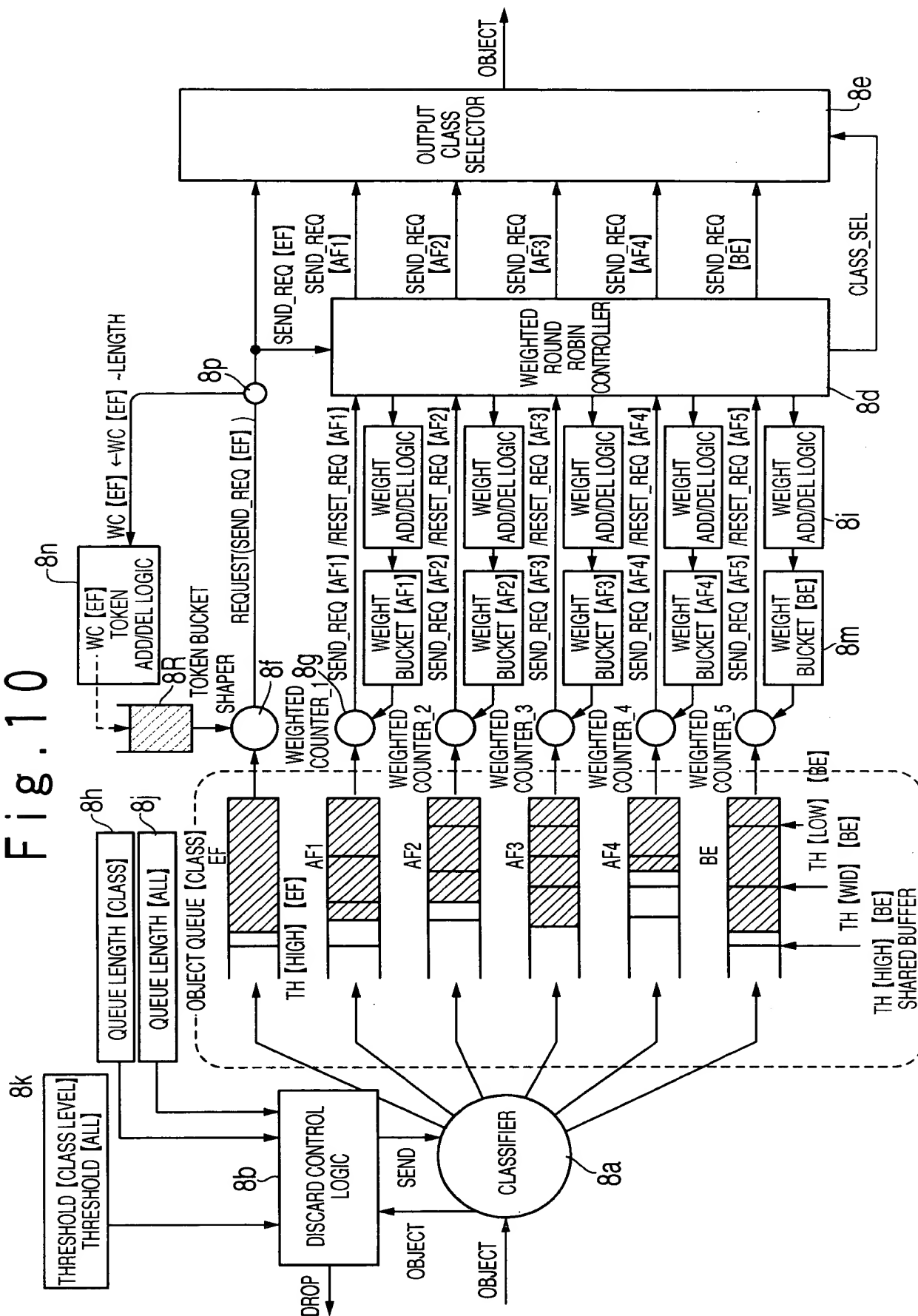


Fig. 11

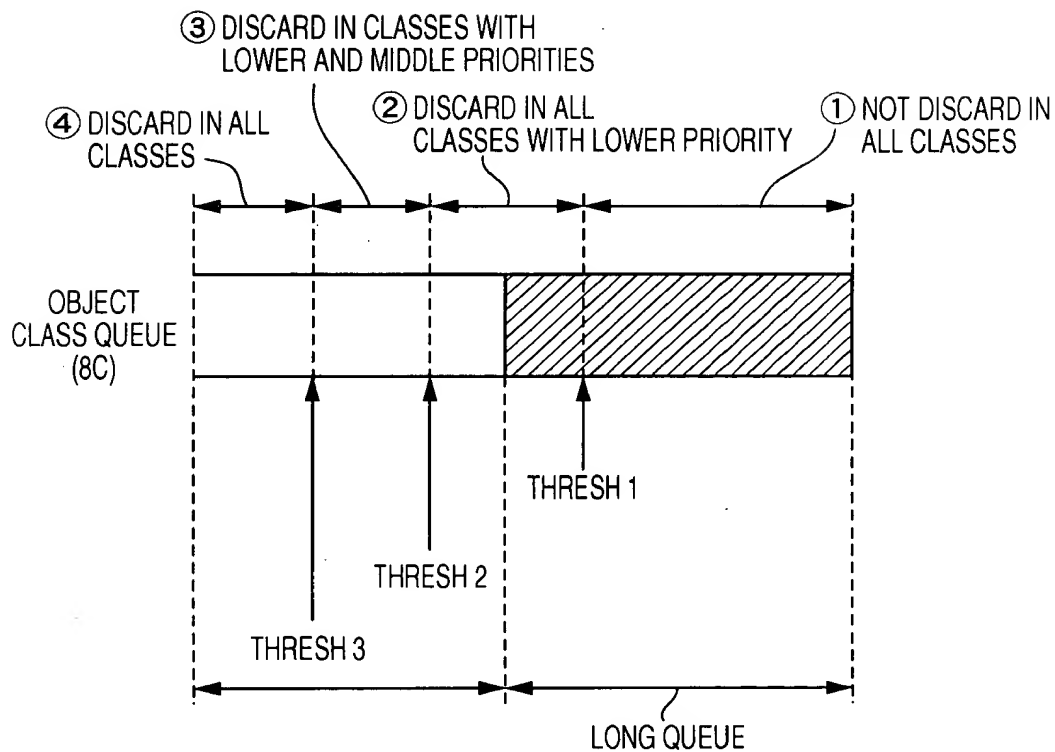


Fig. 12

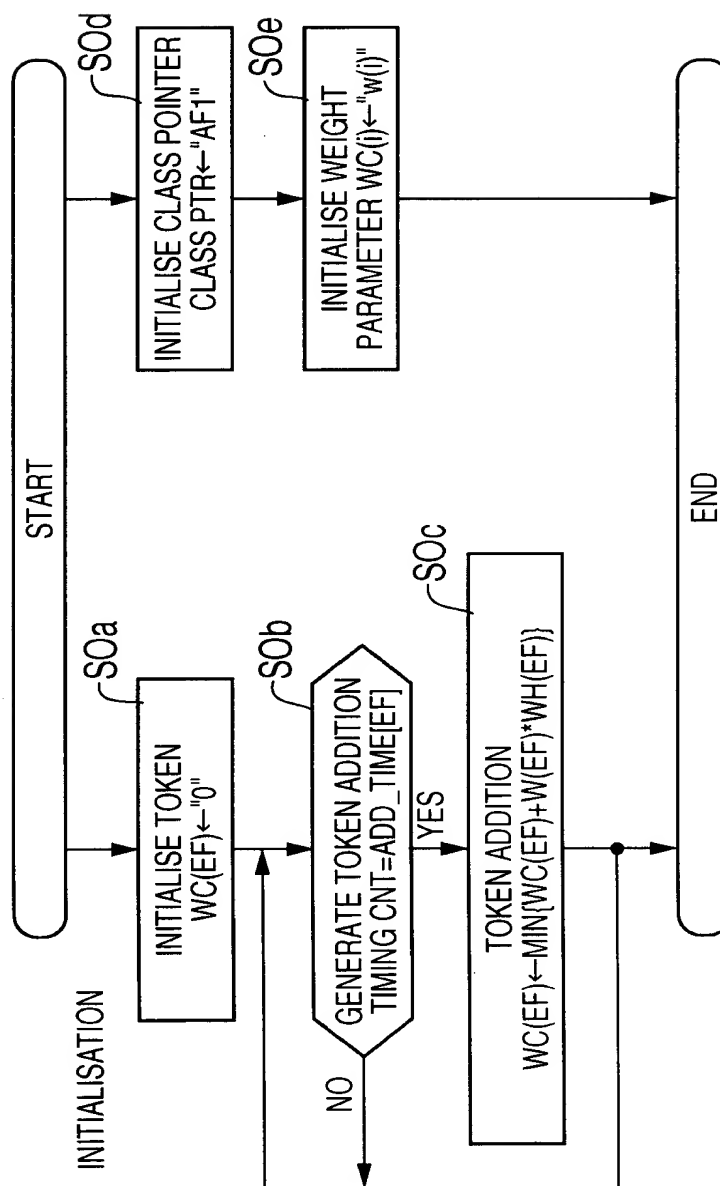


Fig. 13

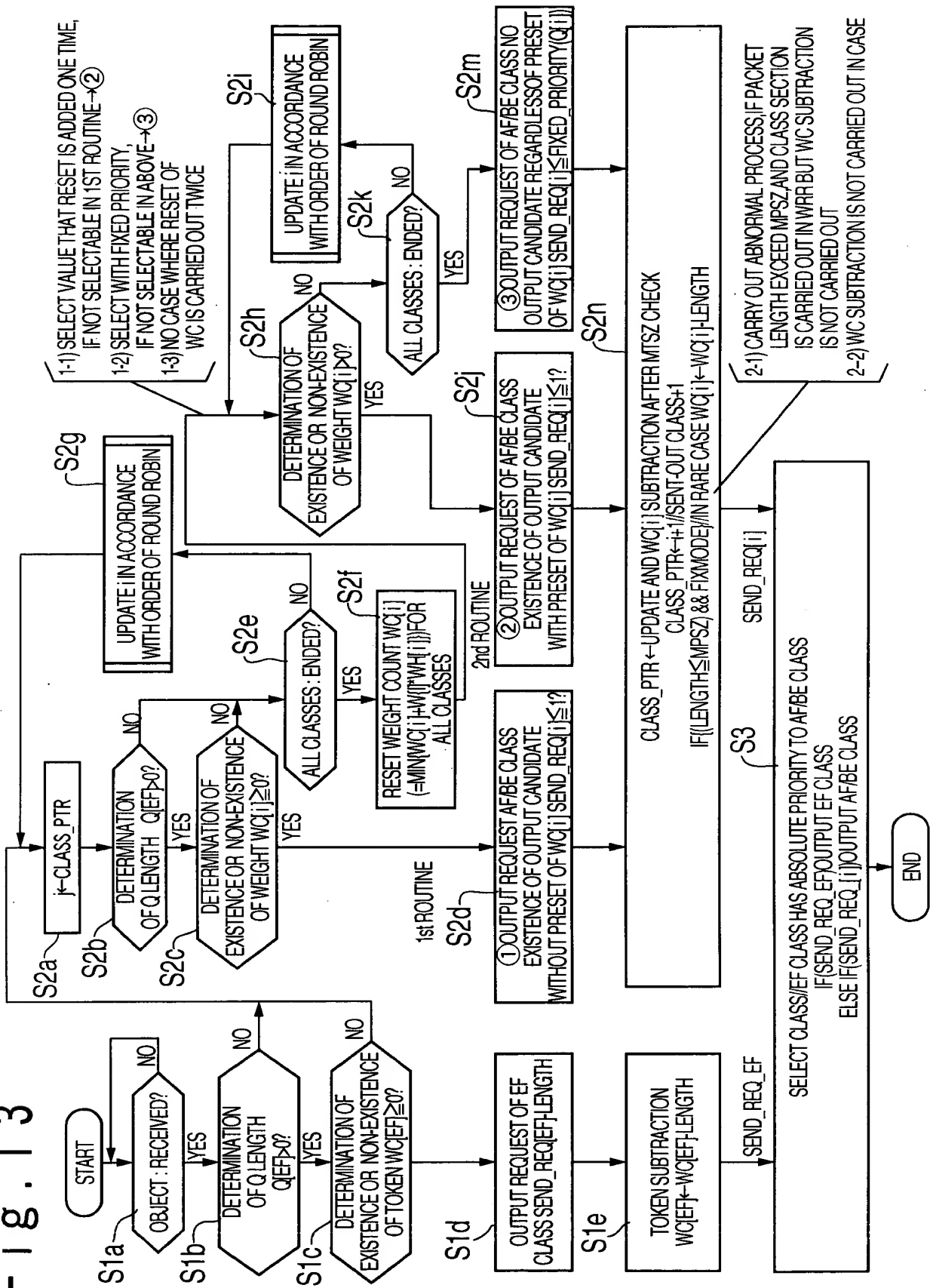


Fig. 14

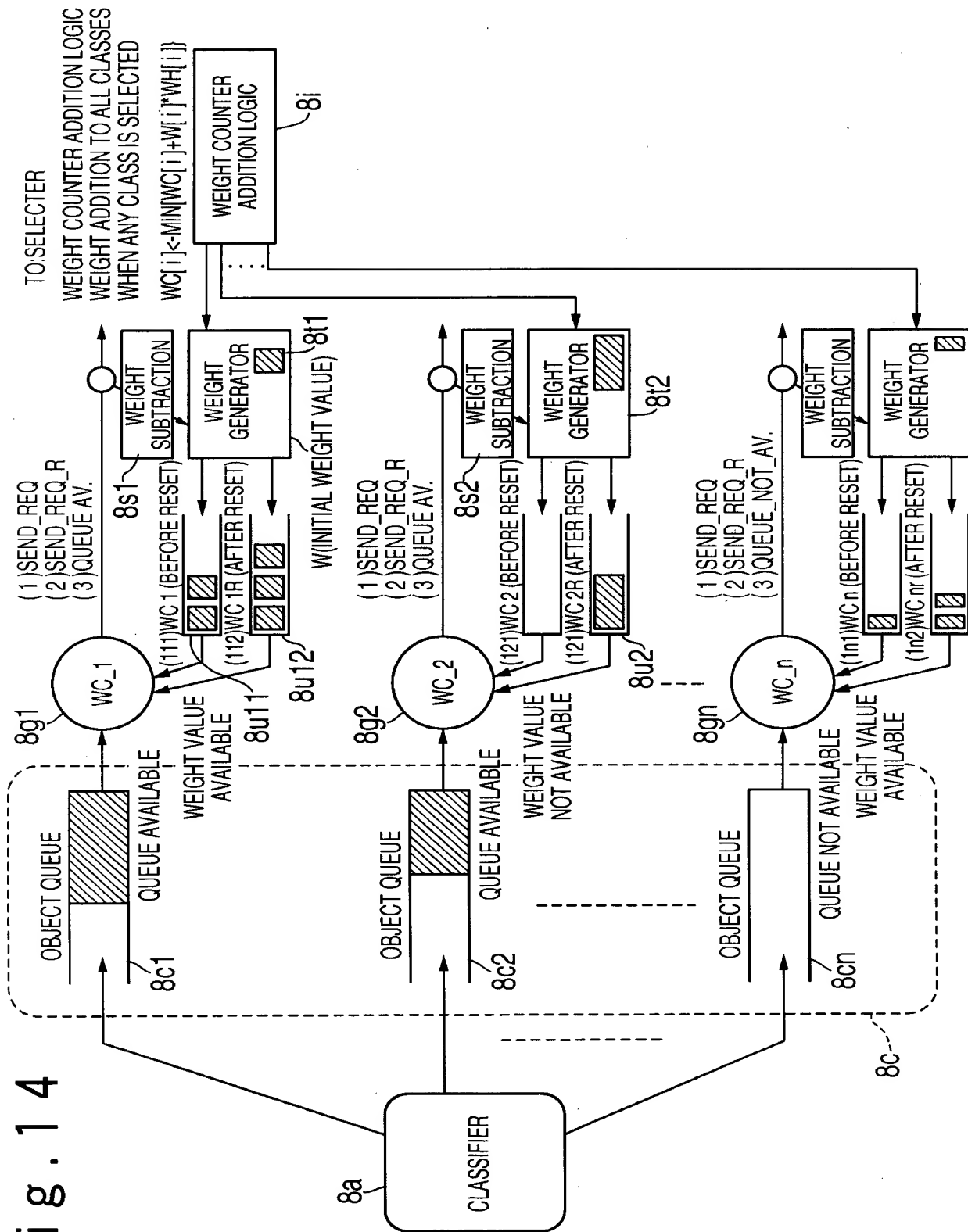


Fig. 15

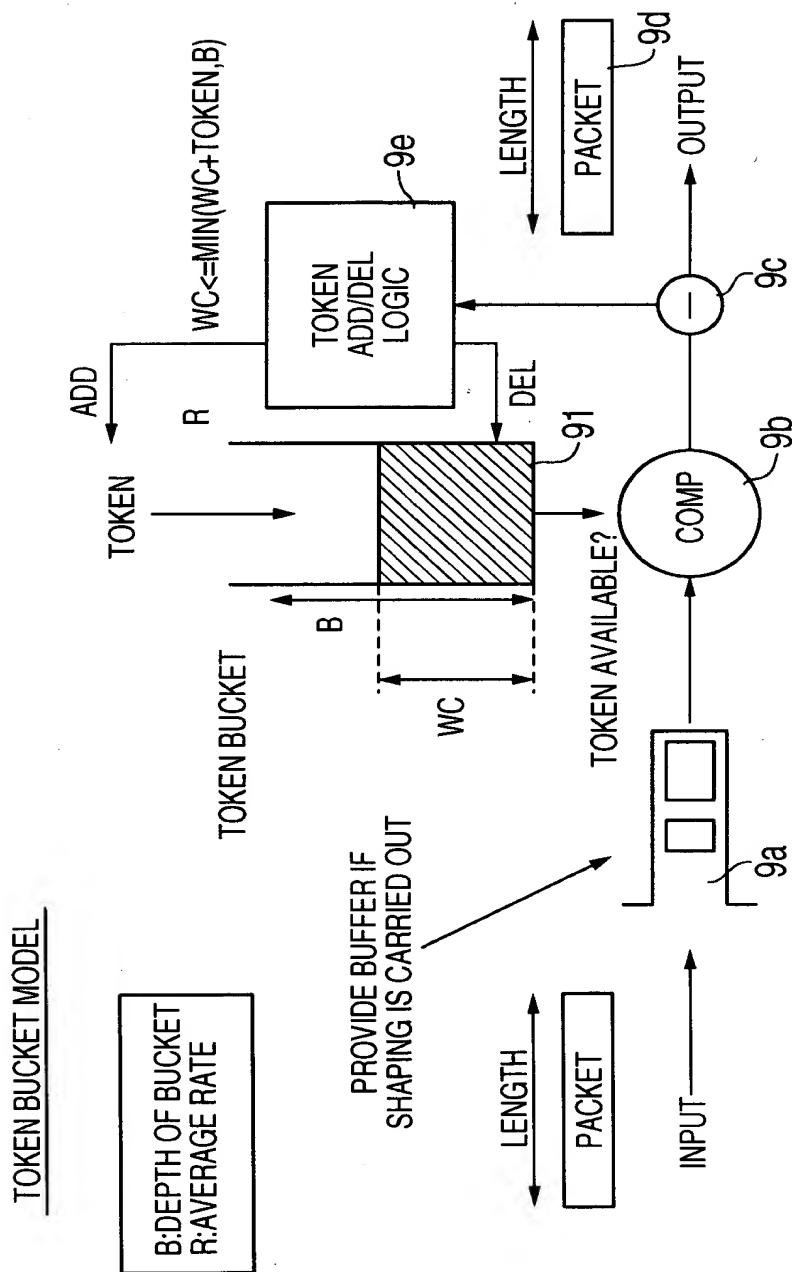
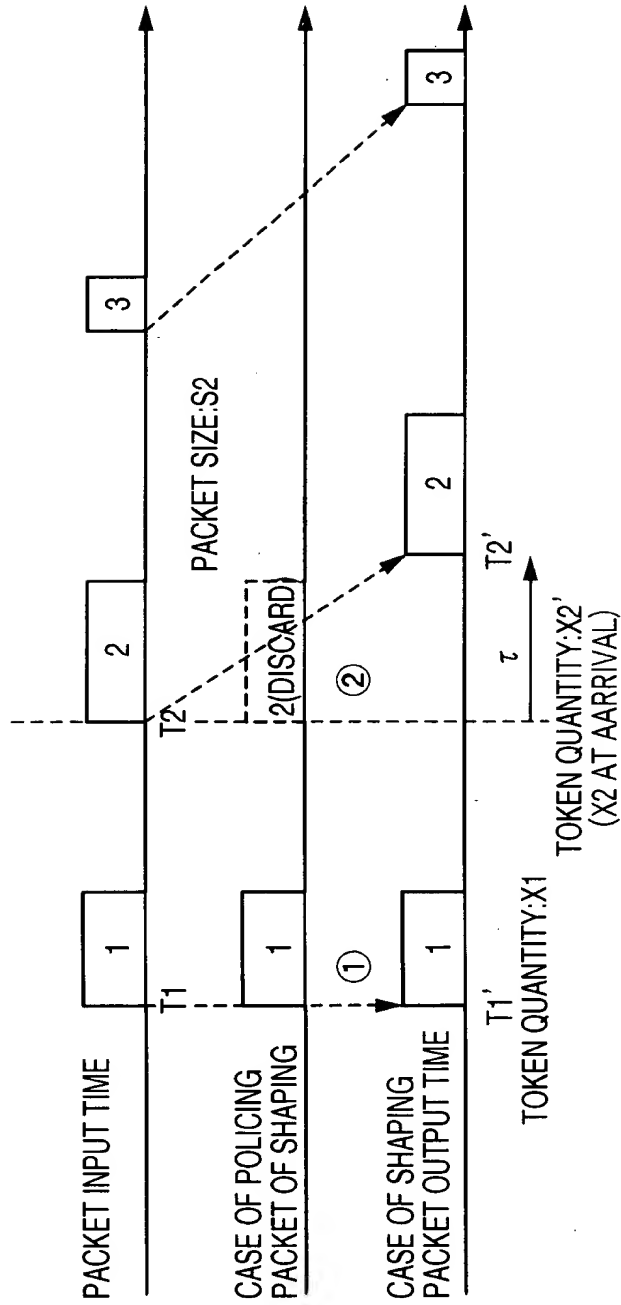


Fig. 16



- 1) TOKEN QUANTITY AT TIME T_2 : $X_2 = x_1 + (T_2 - T_1) \cdot R$
 LACK OF TOKEN, IF $S_2 > X_2$
- 2) POLICING
 IMMEDIATELY DISCARD
- 3) SHAPING
 NOT LACK OF TOKEN, IF PACKET IS TRANSMITTED AT TIME
 $(\tau + T_2)(S_2 - X_1 + ((\tau + T_2) - T_1) \cdot R)$, PACKET IS TRANSMITTED WITH DELAY τ